PlayStation

NTSC U/C

PlayStation

ブシドーブレード

BUSHIDO BLADE™

TEEN

T

AGES 13+

CONTENT RATED BY

ESRB

SCUS-94180

94180

SQUARESOFT®

SONY

COMPUTER ENTERTAINMENT™

Vinom's Lair

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals.

Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Hint Line

Hints are available:

Within the US:	1-900-933-SONY (1-900-933-7669) $0.95 per minute pre-recorded information $1.15 per minute live representative assistance $4.95-$9.00 for tips by mail $5.00-$20.00 for card refresh
Within Canada:	1-900-451-5757 $1.25 per minute for prerecorded information

For US callers, game counselors are available 7 am - 7 pm, 7 days a week, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support/Order Line

1-800-345-SONY
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Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online **http://www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and fresh tidbits about the PlayStation™ game console.

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Vimm's Lair

ONLY BY THE SWORD CAN YOU SURVIVE.

It is said that deep in the Southern mountains of Japan lies an ancient dojo called the Meikyokan, a 500 year-old dojo that continues the secret teachings of the Narukagami Shinto.

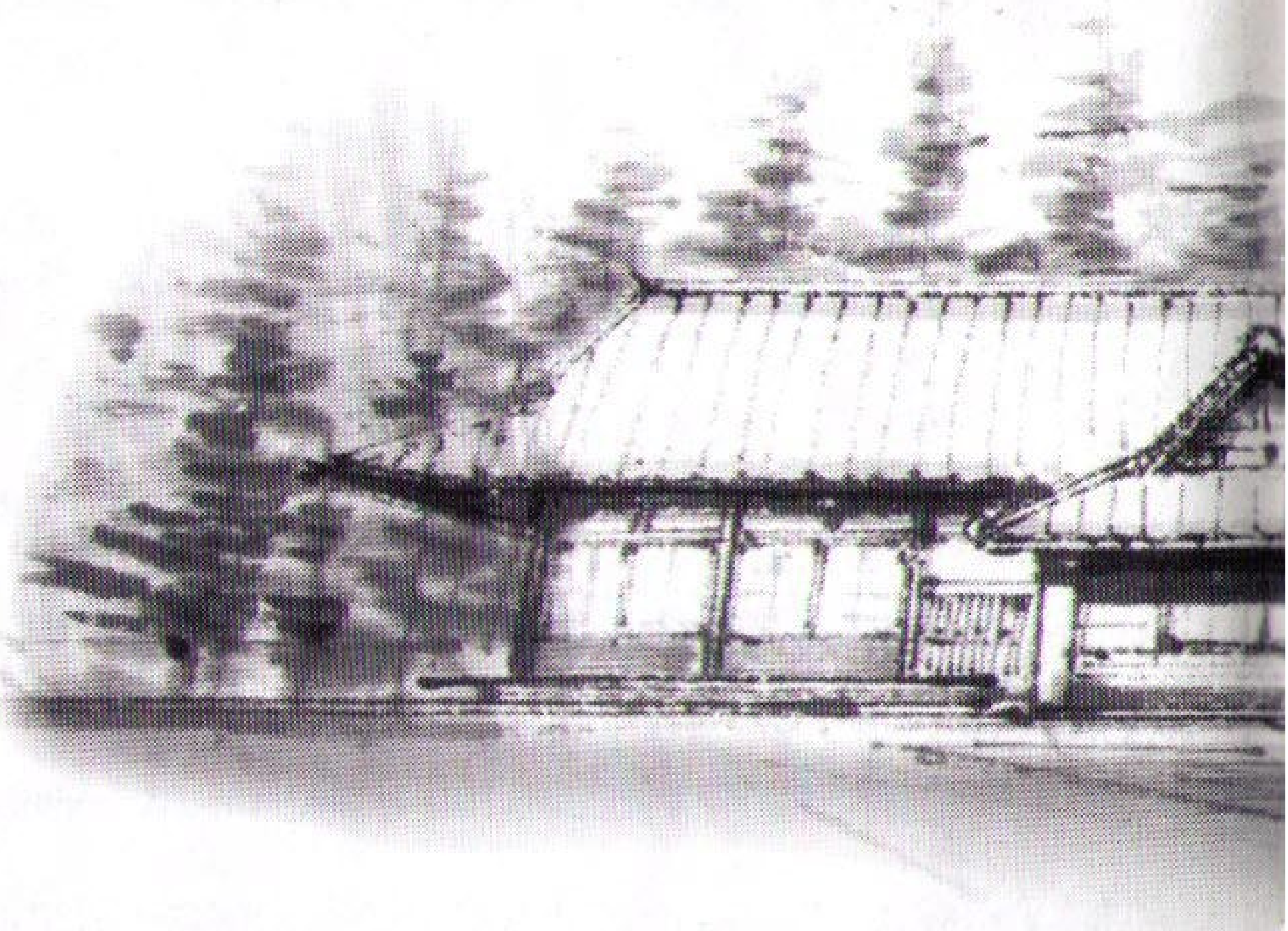
It is also said that within the Meikyokan, there exists a secret society of assassins called the Kage. Each Kage pledges loyalty and secrecy on penalty of death.

Of course, this is all myth, as no Kage has ever left the dojo.

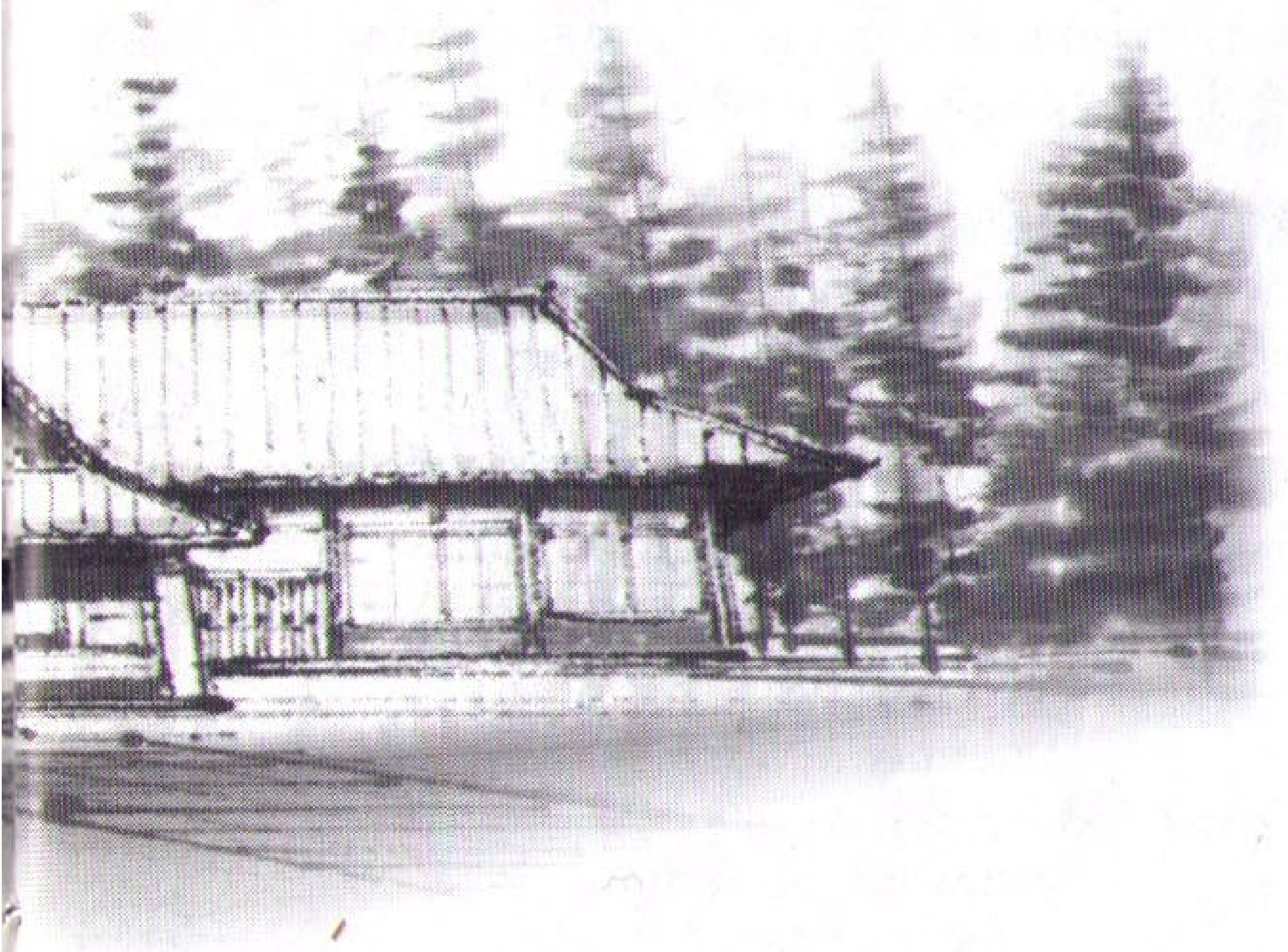
Until one day, when one escaped.

In retaliation, the Meikyokan ruling council ordered several assassins to destroy their ex-comrade, or be destroyed themselves.

They caught up with the fugitive Kage in the blasted ruins of the Yin and Yang Castle. A fierce battle ensued between the ex-comrades, and only one lived to tell the tale.



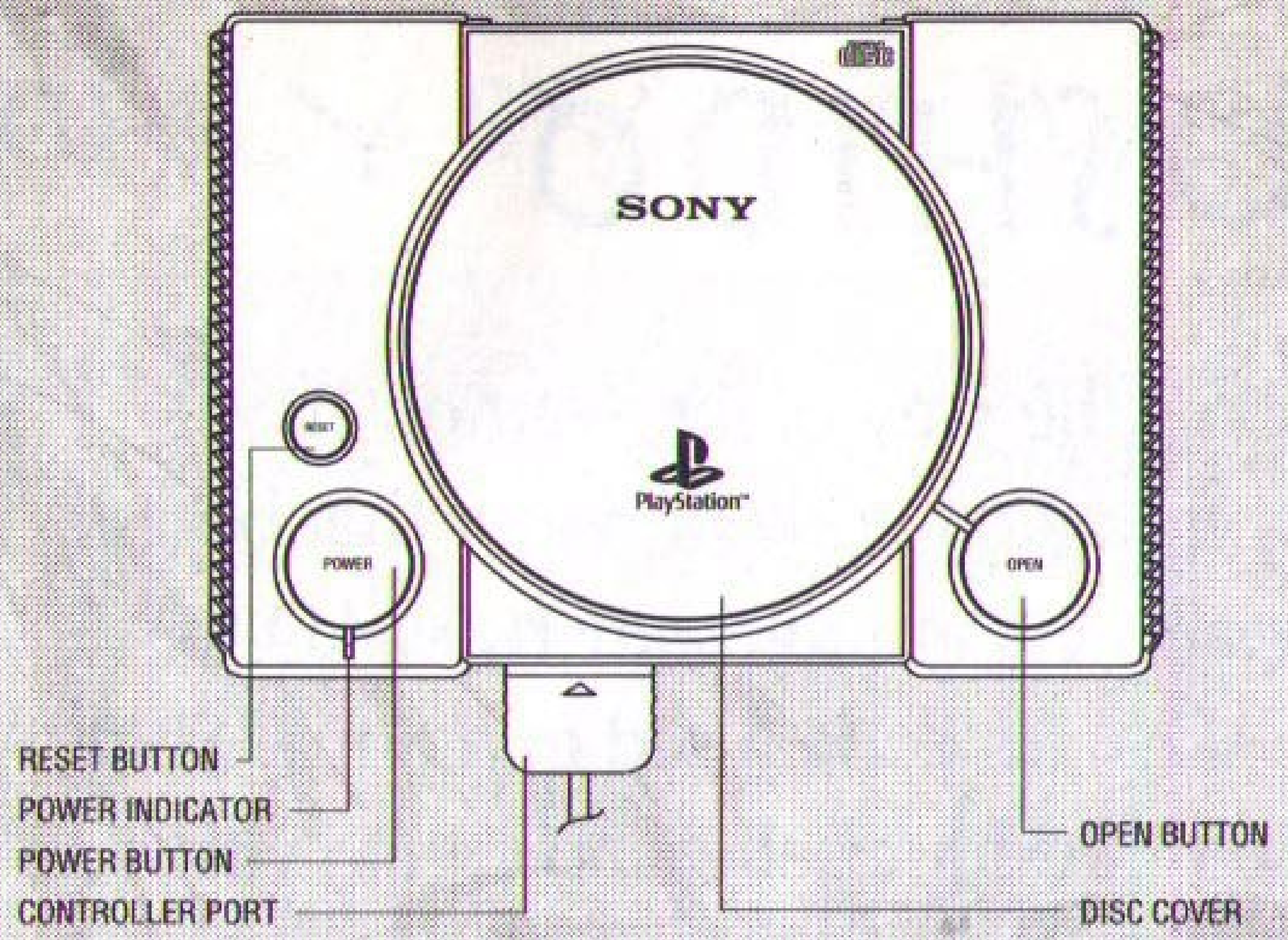
BUSHIDO



Bushido, "the way of the warrior," is a deeply followed code of honor that bound the Japanese Samurai from 1000 AD to 1876 AD. This code fused traditional Shinto and Zen Buddhist beliefs, to create virtuous, honorable warriors. Sword matches were fought in accordance to the honorable teachings of Bushido. Dishonorable fighting was punishable by death. Yet dishonor, was far worse than death.

In Bushido Blade, those who fight dishonorably such as striking an opponent from behind while running or climbing away will be punished. The secrets of the Kage will not unfold at the end of the journey and worse of all, you will be marked with dishonor for not following the code of Bushido.

Vimm's Lair



SETTING UP

Set your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the BUSHIDO BLADE™ disc and close the CD door. Insert the game controller(s) and turn ON the PlayStation™ game console. Follow on-screen instructions to start the game.

Memory Cards
Bushido Blade™ lets you save games onto a memory card (sold separately). Insert a memory card in Slot 1 or Slot 2 of the PlayStation game console before starting play.

You must have at least 1 memory block free to save a game. If a memory card is full, delete data from it or reformat the card before starting. (See the hardware manual for instructions.)

Important: Do not remove the memory card while saving or loading games, as doing so could damage the data.

BASIC CONTROLS

(START) START
Skip the opening sequence
Pause during Battle
(Press again to resume play)

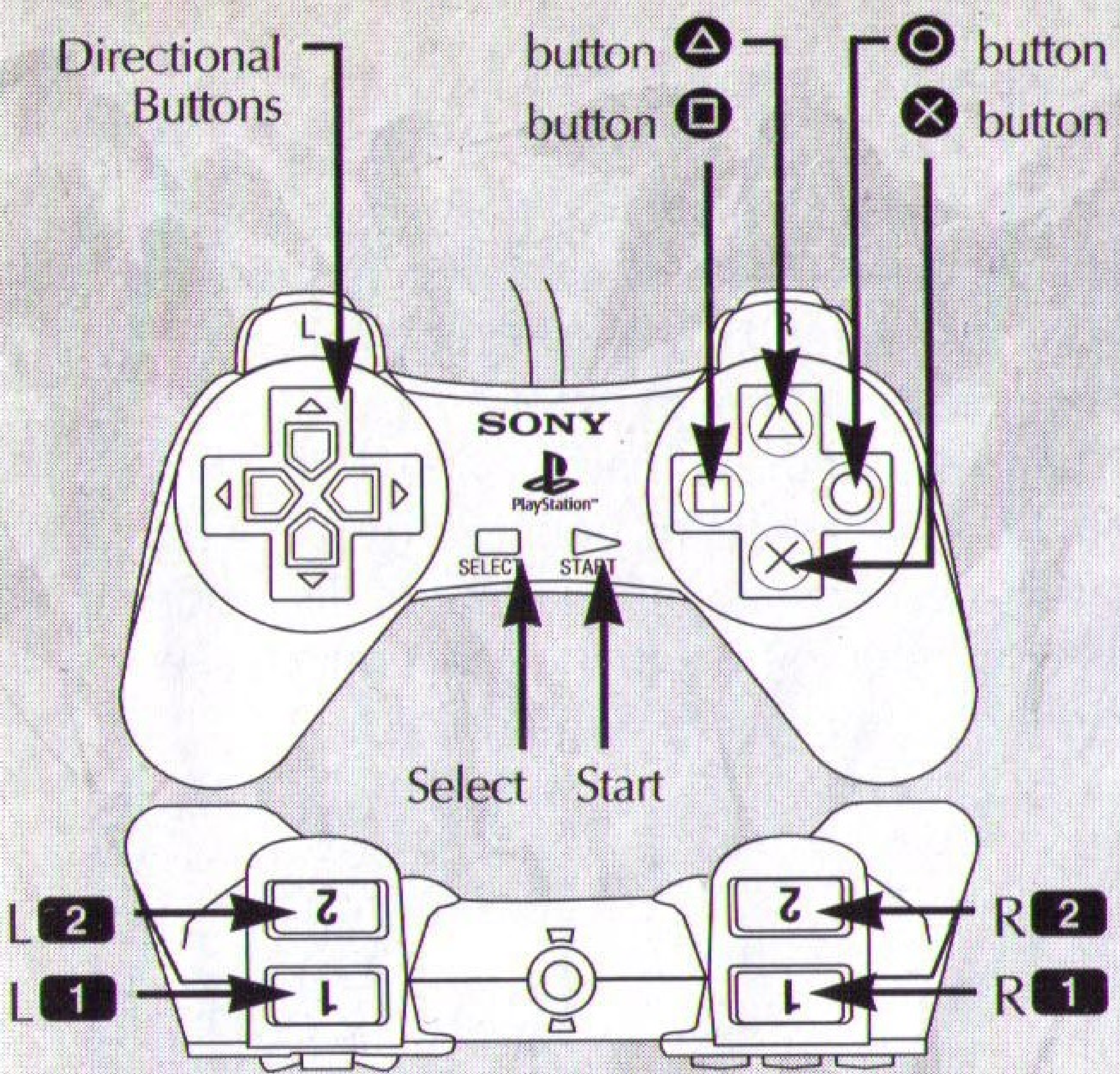
NOTE: Press the Select, Start, R1, R2, L1, and L2 buttons simultaneously to reset and return to the Main Menu.

(SELECT) SELECT
Surrender can only be used when legs sustain heavy damage and the character is unable to stand (for details, see P. 9).

(Directional Buttons)
Movement - Use in conjunction with other buttons when Attacking or making Menu selections

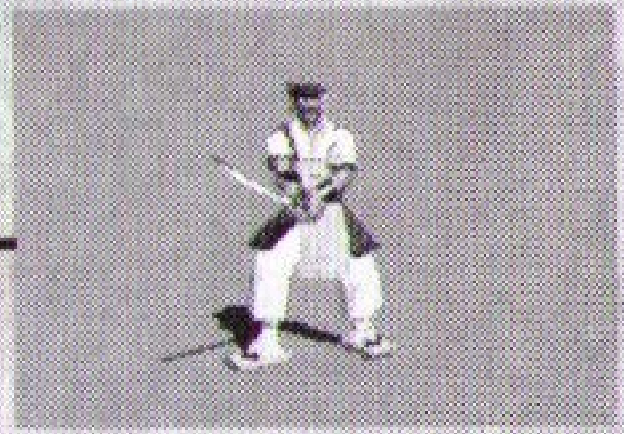
(Right) → Move forward
(Left) ← Move backward
(Up) ↑ Move left (further into screen)
(Down) ↓ Move right (toward the front of the screen)

NOTE: This explanation of the Directional Buttons is for when the character is on the left side of the screen.

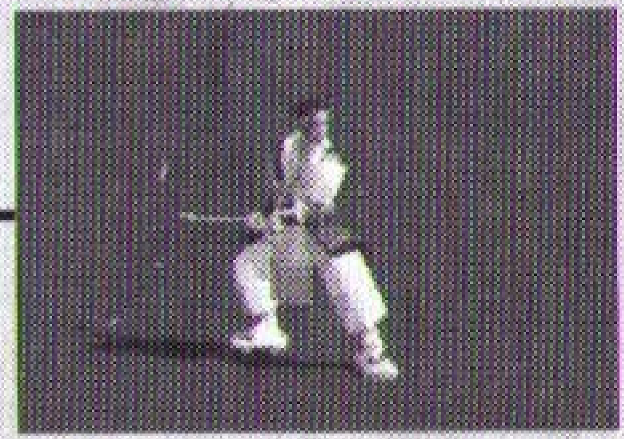


High Stance

Normal Stance



Low Stance



(L1)
Free movement button
Combine with the Directional Buttons to run in any direction (Free Running).

(L2)
N/A

(R1)
Raises center of gravity
Press to raise the character's stance.
(See P. 10, "Essential Buttons: R1, R2")

(R2)
Lowers center of gravity
Press to lower the character's stance.
(See P. 10, "Essential Buttons: R1, R2")

(△)
Upper Body Attack
(Attacks opponent's head)

(○)
Mid Body Attack
(Attacks opponent's torso)
Cancels "Replay," "Victory Pose" and "Continue"

(✕)
Lower Body Attack
(Attacks opponent's legs)
Selects Modes, Characters and Weapons

(□)
Defend
(Blocks the opponent's weapon)

Vimm's Lair

BASIC RULES

Bushido Blade is an innovative new fighting game that shatters traditional fighting game conventions. Time limits, health meters, and restricting arenas no longer exist. It's pure fighting in the real world. Use any combination of six characters and eight ancient weapons which increase the elements of strategy. Victory is achieved by delivering fatal attacks to the opponent's vital parts, such as the head, the chest or the torso. It only takes one critical blow to destroy your opponent. This is the "Single Deathblow" system and it's completely unique to Bushido Blade.

MAIN MENU

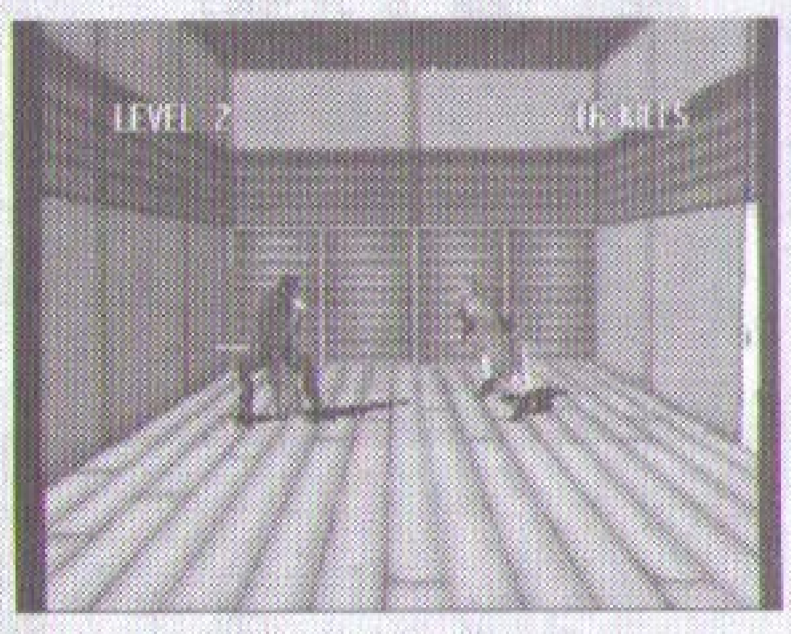
Story Mode: One or Two Players
The player is the renegade who has escaped from the secret society of Kage assassins. The goal is to find an escape route somewhere within the ruined castle while fending off the Kage assassins bent on their ex-comrade's destruction. In this mode, dishonorable fighting will keep the player from seeing the secrets of the Kage unfold.

Story Mode

VS. Mode: Two Players
Each player selects a different character, a weapon, and the battle environment. At the end of a match selecting "CONTINUE" will start a new match without returning to the character, weapon, and arena selection screens. If "CONTINUE" is selected, the number of wins for each player will be displayed.

VS. Mode

Slash Mode: One Player
The Player's goal is to defeat 100 opponents, who will appear one after another. Any damage sustained will not be restored unless the Player restarts to the beginning or selects "CONTINUE." NOTE: In Slash Mode only the Katana can be used.



Slash Mode

Training Mode: One Player
The Player selects an opponent and weapon to practice the various attack strategies. In Training Mode, the battle environment will be limited to three areas. In addition, wooden training swords, not real ones, are used. To end, press Select and Start simultaneously.

Training Mode

POV Mode/Link Mode: One or Two Players
This allows the player to fight from the perspective of the character. Only one player can use POV Mode while Link Mode is for two players.

NOTE: The spacing between the characters and the use of the Directional Buttons are slightly different from other modes. For details, see P. 27.

POV Mode

Movie: View the introduction movie to Bushido Blade. You will also be able to view ending movies here once you've cleared the Story Mode.

Vimm's Lair

BASIC ATTACKS AND COMMANDS

Basic Attacks
The patterns for the basic attacks are shown to the right. However, depending on the weapon or stance (and in some cases the character) not all attacks can be available.

Attack while Free Running
(L1)+(Directional Button)
Can be used with any weapon. Press the (△) Button to attack while continuing to run. Press the (○) Button and the (×) Button to stop after attacking on the run.

Attack while Jumping
➡+(R2)(R1)
Can be used with any weapon. Press the Attack button while jumping. Press the (△) Button to land in High Stance, the (○) Button for Normal Stance, and the (×) Button for Low Stance.

Additional Attack
⬅➡ (×)
Effective against an opponent that has collapsed.

Note: The explanation of these commands are for when the character is on the left side of the screen.

Face-off
When both players attack at the same time, a "Face-off" situation will occur. In this event, push and shove the opponent by repeatedly pressing one of the attack buttons. The character that loses the "Face-off" will be pushed back, and the "Face-off" winner will gain the advantage. The losing character can try to dodge their opponent's push and regain the advantage by pressing the ⬅⬆ or ⬇ Directional Buttons.

Defense Break
This game has an unique defense system (□ Button). Unlike conventional fighting games which offer automatic blocking, here defense is done by intentionally deflecting the opponent's attack with your weapon. However, when the opponent's attack power is much stronger than your character's defense power, your character could lose their balance from this.

Even though damage is not incurred, control of the character will be momentarily lost. This is called the "Defense Break."
Obviously this is a bad situation, however, if the (R2) button is pressed the moment the balance is lost, the character will roll backwards and dodge the opponent's next attack. This is an essential move for those using a less powerful character.

Attack while Free Running:	(L1) +(Directional Button) + △ or ○ or ×
Attack while Jumping:	➡+ (R2) (R1) + △ or ○ or ×
Additional Attack:	⬅➡ (×)

Leg Damage/Inability to Stand

As the legs sustain damage, movement will become hindered, the ability to change the stance will be lost and eventually the character will no longer be able to stand. The character can still perform basic attacks and defenses, provided there is no other inhibiting body damage.

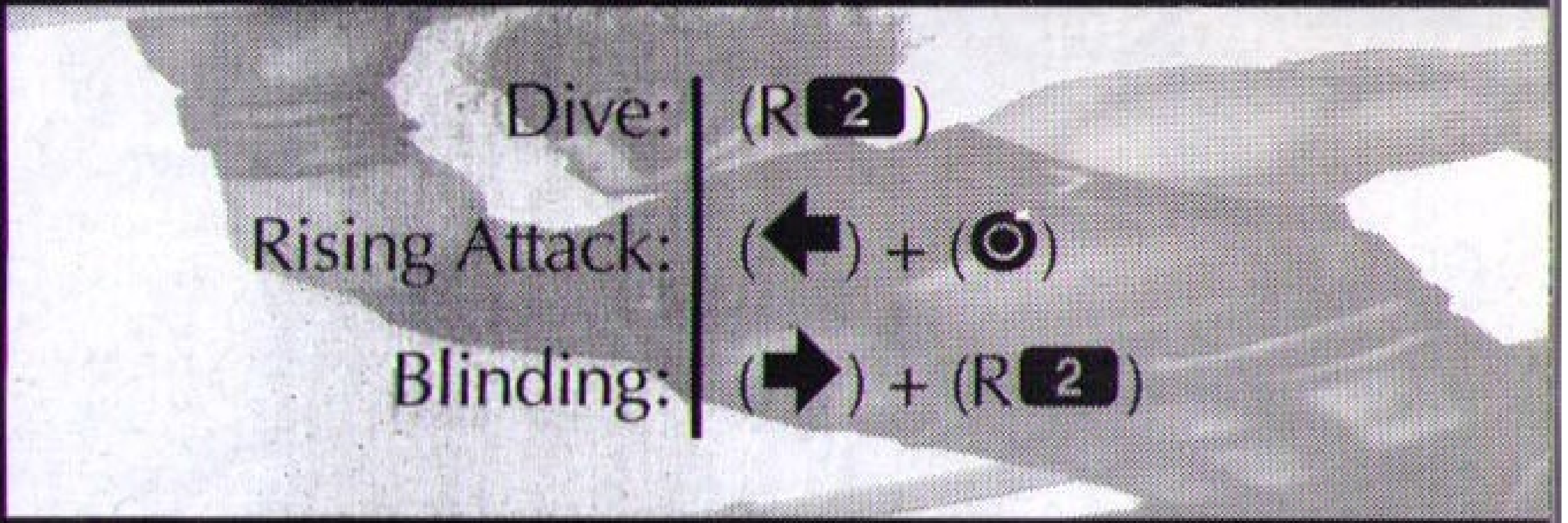
Dive
(R2)
When the character can no longer stand, they can still dodge attacks by pressing the (R2) Button which will cause them to dive to the ground. While on the ground, press the (↑) or (↓) Directional Buttons to make the character roll.

Rising Attack
(←)+(◎)
This enables the character to attack their opponent while regaining their feet.

Throw Sub-weapon
(➡)(◎)
If the character can no longer stand, and assumes a low stance, they can throw their sub-weapon without pressing the (R2) Button.

Blinding
(➡)+(R2)
If the character can no longer stand, and is in the low stance, the character can still blind their opponent.

Surrender (SELECT)
When a character can no longer stand, the character can surrender. The character will then sit and honorably allow their opponent to behead them.



Motion Shift

Most fighting games utilize a command system where preset button sequences create Special Attacks. Bushido Blade introduces a unique, more realistic approach called "Motion Shift." With this system, the player starts one motion by pressing a button, then adds a second, continuous motion by pressing another button, so that a special technique or movement is created.

NOTE: in this manual, the descriptions are shown as "(⊗)(△), (△)," rather than "(⊗)(△)(△)," to depict the delay in timing.

The jumps and major attacks introduced in P. 10 and P. 11 are essential commands for the "Motion Shift" system.

Vimm's Lair

ESSENTIAL BUTTONS: R1, R2

The (R1) and (R2) buttons are essential to play this game as the skill of raising and lowering the character's center of gravity is necessary for most of the major and special attacks.

Crouch Step

(➡) + R(2)

An essential move in Bushido Blade: moving in and lowering the center of gravity enables various special moves to be made. The Crouch Step can also be used to pick up a discarded sub-weapon from the ground.

NOTE: These moves can be made with any weapon and from any stance.

Jump

(➡) + (R2) (R1)

Spring up from the Crouch position and jump up to 6 feet.

Sub-weapon

(➡)+(R2) (◎)

Throw any sub-weapon in possession. However, if the left arm is injured, the character will not be able to throw a sub-weapon.

Crouch Step:	(➡) + R(2)
Jump:	(➡) + (R2) (R1)
Sub-weapon:	(➡) + (R2) (◎)
Blinding the Opponent:	(➡) + (R2) (R2)

Blinding the Opponent

(➡)+(R2)(R2)

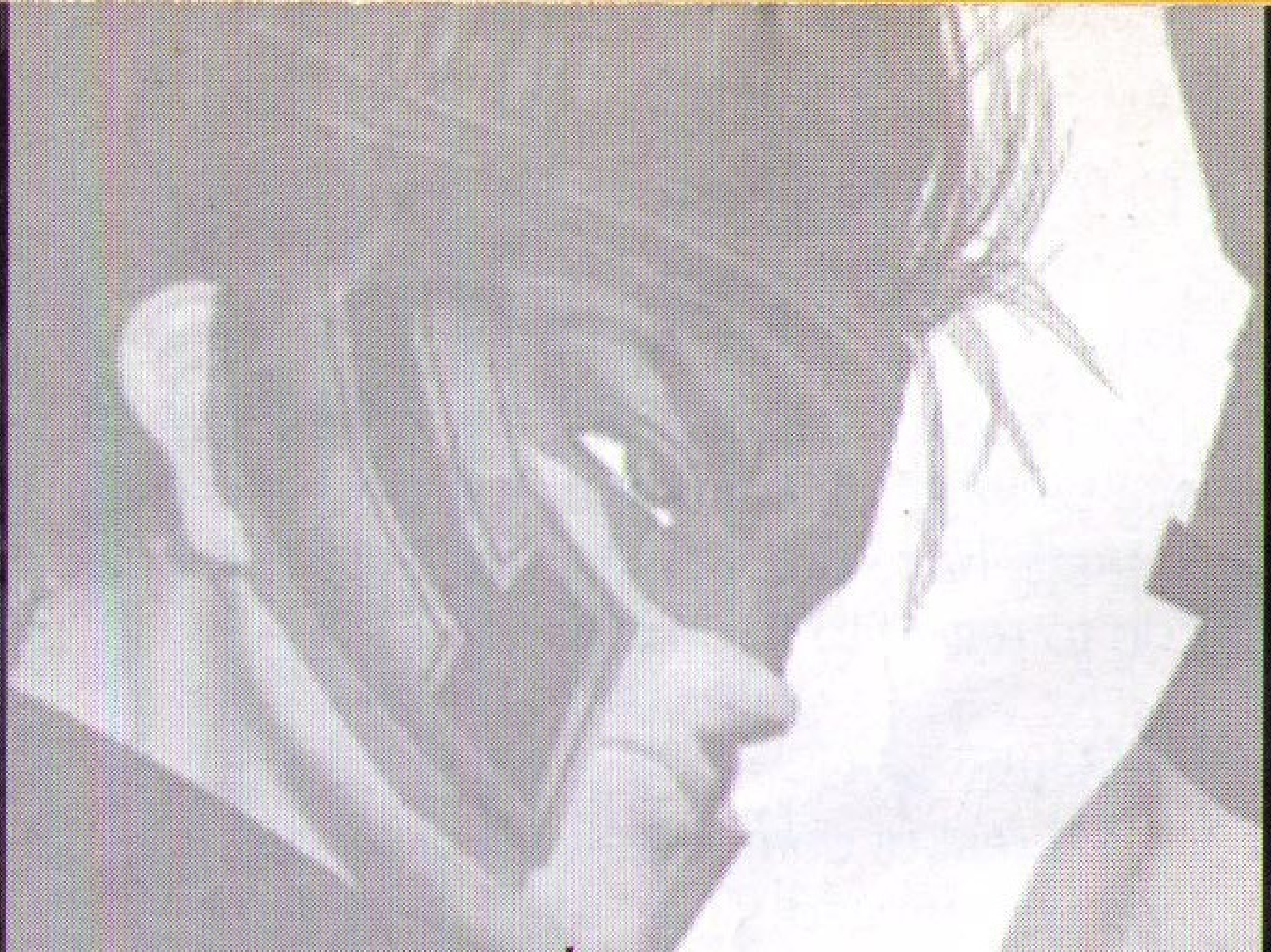
A character can blind their opponent by picking up sand, mud, or snow from the ground and throwing it into their face. Although this will not cause any damage to the opponent, it can create an opportunity for attack. NOTE: if (➡) + (R2) is pressed, the stance will return to normal.

Major Attack
After the Crouch Step, press the (△) Button or the (✕) button to launch various major attacks. Major attacks will differ depending on the combination of characters and weapons. Example: "Head Crush"
➡ + R2 + △

Climbing to Upper levels
(Directional button) + (R1)
Press the (Directional button) to move in the desired direction and press (R1) to climb. This can also be done while running. Climbing speed will vary, depending on the character.

Eluding Attacks
(When weapons hit: (R2)
When the opponent strikes the character's weapon, and has caused the character to lose balance, press the (R2) button to instantly roll back. Unlike "Defend," this opens up space between the character and the opponent and is effective in avoiding combination attacks.

NOTE: The explanation for these commands is for when the character is on the left side of the screen.



Major Attack:	After the Crouch Step, press the (△) button or the (✕)
Climbing to Upper levels:	Directional button + (R1)
Eluding Attacks:	When weapons hit: (R2)

Vimm's Lair

OPTIONS

Select options with the Up/Down Directional Buttons and change settings with the Left/Right Directional Buttons. Once all settings have been made, press the (◉) button to return to the main menu.

Difficulty level
The threat of computer controlled opponents can be changed.

Roll-out Rate
The probability that the characters will fall after running into obstacles or other characters can be changed. When "High" is selected, characters are knocked down, not only by each other, but also from running into obstacles or walls.

Music
The music can be turned off in order to only hear the sound effects.

Monitor color
The game can be displayed in either Black & White or Color. Select "Off" to switch the display to Black/White. Any change will take effect when you return to the Main Menu.

Continue
The "Continue" function can be deactivated by selecting "Off."

Background
The brightness of the battle arena's background can be increased or decreased.

Memory Card
The options settings, ending movies and player position in the game can be saved. Select either "Save" to the save file or "Load" to read the file. Press the (⊗) button to proceed. One block of memory will be used.

Auto-Save
The game can be automatically saved onto the memory card without selecting "Save" in the "Memory Card" menu. Select "On" to activate this feature. Loading will begin automatically upon start-up. Make sure to insert the memory card used previously.

"BODY DAMAGE" SYSTEM

Instead of a "Life Meter," Bushido Blade introduces the new concept of "Body Damage," where the character is incrementally weakened as damage is incurred. As areas of the character's body become damaged, that area will become weaker and weaker until it is nonfunctional. Because of this, players cannot underestimate even the smallest hit.

For example: When light damage is received to the body, the character flinches for a moment and movement is reduced.

When severe damage is received to the left arm, the ability to hold a weapon with both hands, is lost and the effectiveness of the weapon is minimized.

When severe damage is received to the legs, the ability to stand is lost, limiting the movement and attacks of the character.

Gauging Performance

Various lighting effects will be shown to describe the levels of damage and the performance of defense during the battles.

Green: Shown when defending.

White: Shown when weapons hit each other.

Orange: Shown when damage is done.

Red: Shown when a death blow is administered.

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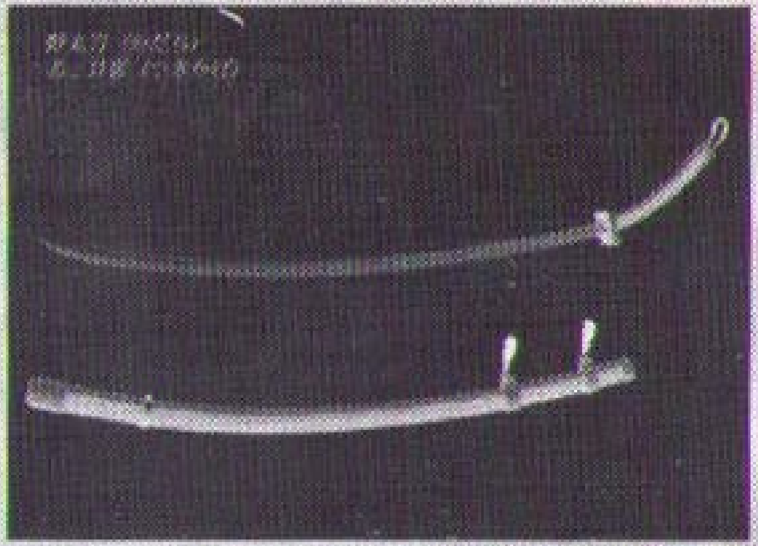
Katana

Total length:	92 cm	(36 1/4 in.)
Blade length:	69.3 cm	(27 3/10 in.)
Curvature:	2.1 cm	(4/5 in.)
Weight:	1.5 kg	(3 1/3 lbs.)

Features:
Primarily a two-handed weapon, this can also be used less effectively with one hand. The Katana has great range, but is slow when initiating attacks.

Weapon Commands

From **High Stance**:	
Vertical + Torso Slash	△ ○
From **Normal Stance**:	
Run and Stab	(→+L1)○
Vertical Upper Attack	←→△
Triple Diagonal Slash	○○, →○
Sweep Off + Upper Attack	←→○△
From **Low Stance**:	
Kawasemi-issen	✕ ○



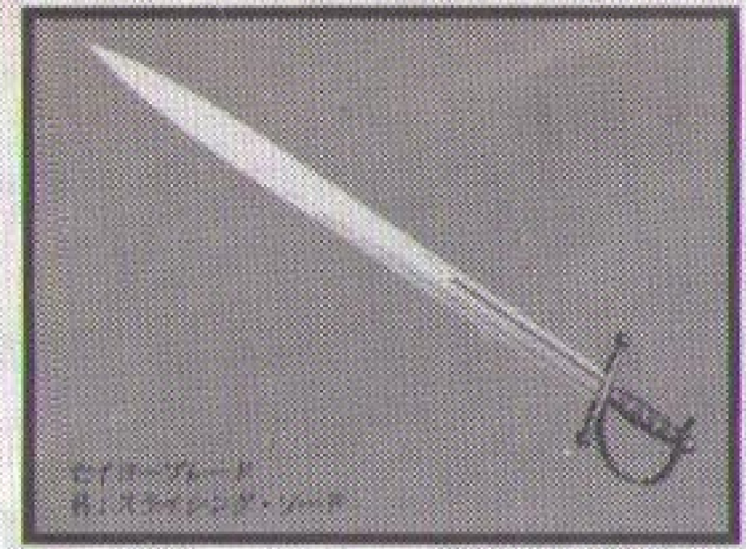
Nodachi

Total length:	119 cm	(46 9/10 in.)
Blade length:	93.2 cm	(36 7/10 in.)
Curvature:	3.9 cm	(1 1/2 in.)
Weight:	1.9 kg	(4 1/5 lbs.)

Features:
Both hands are needed to wield the super-long Nodachi. It covers a large area, but it is slow to begin and finish attacks.

Weapon Commands

From **High Stance**:	
Kokuuzan	△△, →△
Knee Crush + One-hand Hit	✕△
From **Normal Stance**:	
Vertical Upper Attack	←→△
Tsubame Otoshi	○○, →△
From **Low Stance**:	
Jumping Vertical Slash	←→△
Gyotenzan	✕△



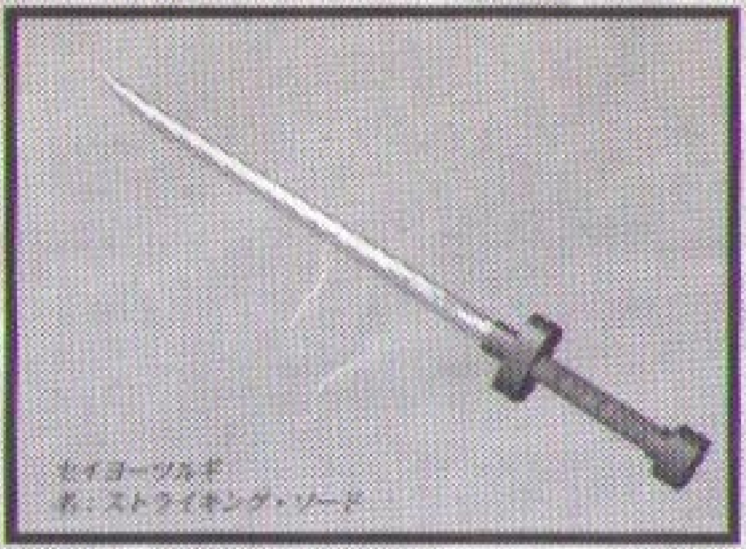
Long Sword

Total length:	79 cm	(31 1/10 in.)
Blade length:	64 cm	(25 1/5 in.)
Blade width:	5.2 cm	(2 in.)
Weight:	1.4 kg	(3 1/10 lbs.)

Features:
Used single-handed, this weapon does not give opponents openings at the beginning or the end of the attacks. Because of its speed, and its substantial length, the Long Sword is particularly good for beginners.

Weapon Commands

From **High Stance**:	
Kitsutsuki	○○
From **Normal Stance**:	
Jump in + One-handed Upper Attack	←→△
Jump in + One-handed Stab	→○
Sensu-gaeshi	Slide Left + △✕
From **Low Stance**:	
Koro	←○○
Shishi Odoshimen	✕△, △



Saber

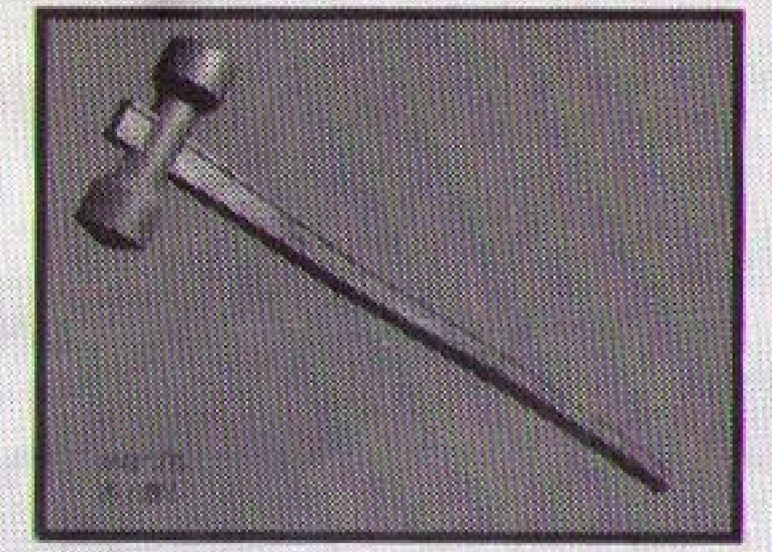
Total length:	72 cm	(28 1/3 in.)
Blade length:	60 cm	(23 2/3 in.)
Weight:	1.2 kg	(2 2/3 lbs.)

Features:
The Saber is a one-handed blade.
The shortest weapon, it offers the opponent no openings either at the beginning nor the end of attacks. While it is very fast, this weapon's size makes it defensively weaker than the other weapons.

Weapon Commands

From **High Stance**:	
One-handed Vertical + Torso Slash	△○
From **Normal Stance**:	
Shizuku-ryu	✕△, ○
Chaotic Slash	→→○
Kannon Slash	○○, △
From **Low Stance**:	
Delayed Stab	←○
Combination Vertical Slash	△△

Vimm's Lair



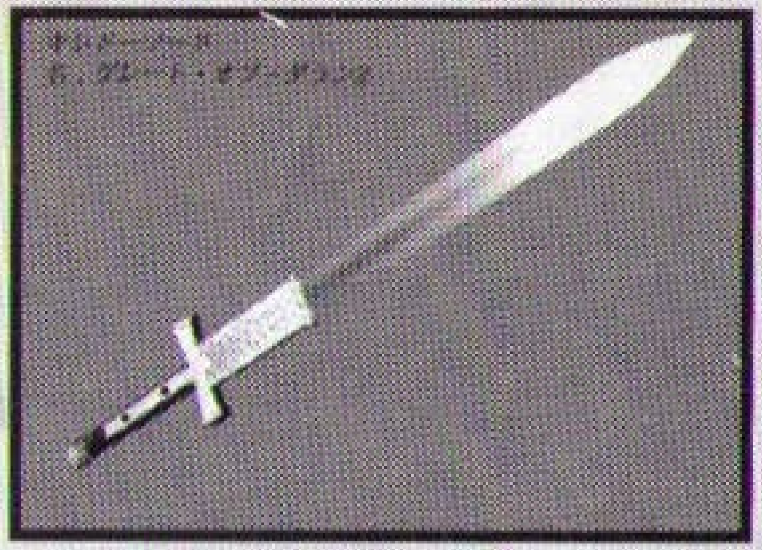
Sledgehammer

Total length:	83.5 cm	(32 9/10 in.)
Weight:	4.5 kg	(10 lbs.)

Features:
The heaviest of all the weapons, the Sledgehammer takes both hands to wield. Very powerful, but also very slow, which makes it a hard weapon to handle.

Weapon Commands

From **High Stance**:	
Step in + Upward Smash	→→✕
Jump in + Torso Smash	←→○
Combination Vertical Smash	△△, △, △
From **Normal Stance**:	
Rotation Jump in Vertical Smash	←→△
Diagonal + Vertical Smash	○△
From **Low Stance**:	
Knee Crush + Vertical Smash	✕△



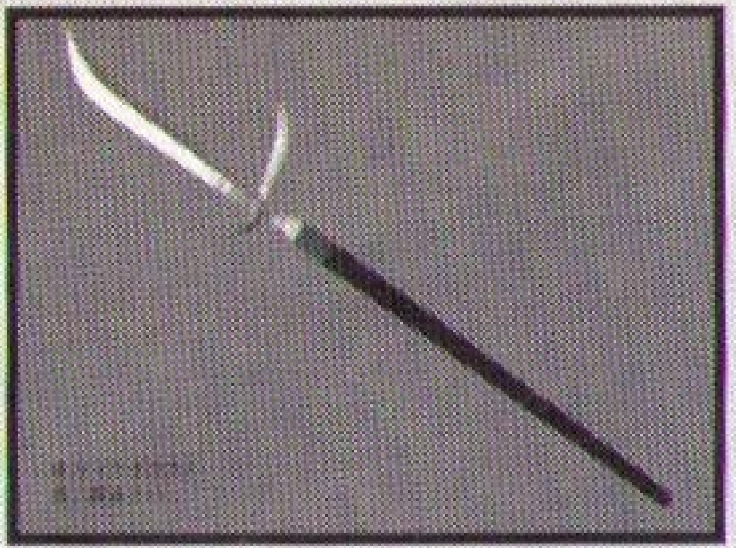
Broadsword

Total length:	85 cm	(33 1/2 in.)
Blade length:	65 cm	(25 3/5 in.)
Blade width:	8.5 cm	(3 1/3 in.)
Weight:	4.1 kg	(9 lbs.)

Features:
Almost as heavy as the Sledgehammer, the Broadsword demands the use of both hands. The Broadsword does a lot of damage, but is sluggish to start an attack. Not a beginner's weapon.

Weapon Commands

From **High Stance**:	
Shirahae	←→○
Horizontal Double Slash	○○
Lower + Chin Crush	✕✕
From **Normal Stance**:	
Rotation Torso Slash	←→○
Clavicle Crush + Horizontal Slash	○○
From **Low Stance**:	
Double Head Smash	△△



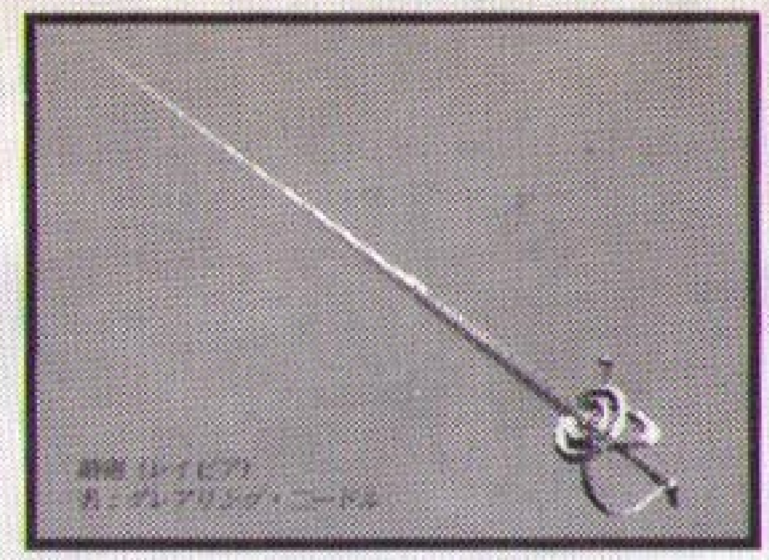
Naginata

Total length:	181 cm	(71 1/3 in.)
Blade length:	45 cm	(17 3/4 in.)
Weight:	2.2 kg	(4 9/10 lbs.)

Features:
The longest of all the weapons, the time it takes to begin an attack and to draw back makes it very slow. This weapon is particularly effective at keeping an opponent at a distance.

Weapon Commands

From **High Stance**:	
Triple Upper Attack	△△, △
From **Normal Stance**:	
Shiranui	→→○
Clavicle Crush + Horizontal Slash	△○
From **Low Stance**:	
Reverse Rotation Slash	←○
Three-way Stab	←→△○×
Benishiden	×○



Rapier

Total length:	75 cm	(29 1/2 in.)
Blade length:	63 cm	(24 4/5 in.)
Weight:	0.9 kg	(2 lbs.)

Features:
The Rapier is designed for stabbing attacks. It offers good range in spite of its limited length. However, since it is the lightest of all the weapons, its ability to deflect an opponent's attack is poor.

Weapon Commands

From **High Stance**:	
Suzume Chirashi	←×
Vertical Sweep + Stab	△○
From **Normal Stance**:	
Step Right + Face Stab	↓△
Delayed Stab	←→○
Sanzugoe	△×, △, ○,○
From **Low Stance**:	
Combination Face Stab	△△

Vinny's Lair

KANNUKI

With a reputation that makes his opponents freeze with fear, Kannuki is the most powerful of the six characters.

Age: **28**
Sex: **Male**

Place of Origin:
Ryukyu Islands, Japan

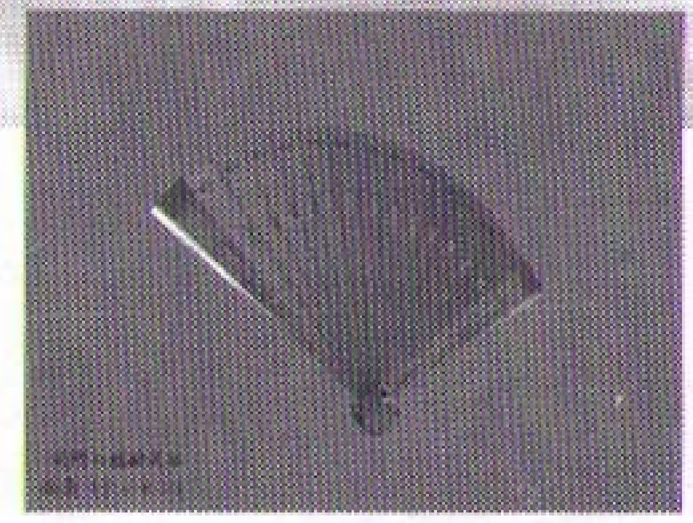
Height:
191.5 cm
(6 ft. 3 in.)

Weight:
90 kg
(198 lbs.)

Special Attacks

From **Normal Stance:**	
Broadsword Karakannuki	○○, △
From **Low Stance:**	
Sledgehammer Mawari Inoshishi	○○, ○, ○

NOTE: The explanation for these commands is for when the character is on the left side of the screen.



Sub-weapon: Tessen (Iron Fan)

Weight:	**1.4 kg** (3 lbs.)
Flight distance:	**Short**
Flight speed:	**Fast**
Damage power:	**Heavy. Hard to defend against.**

This folding fan made of heavy iron is hard to defend against when thrown from a short range.

Age: **55**
Sex: **Male**

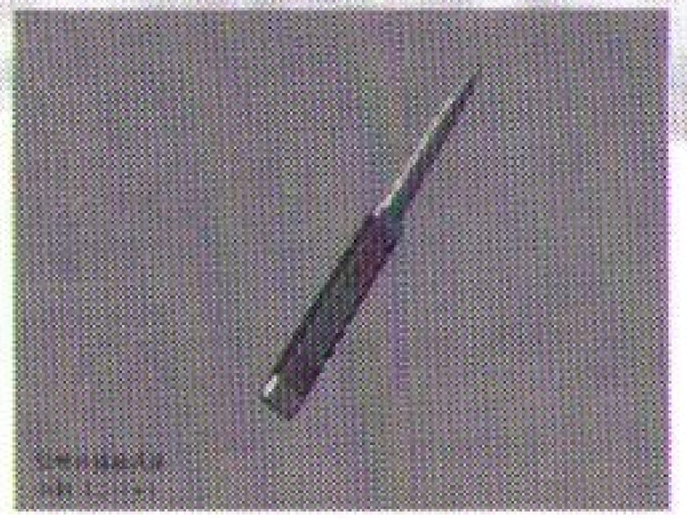
Place of Origin:
Shimane, Japan

Height:
183 cm
(6 ft.)

Weight:
85 kg
(187 lbs.)

UTSUSEMI

Oldest of the six characters, Utsusemi is a master swordsman. Those who have fought him say it's like trying to fight a shimmering heat.



Sub-weapon: Kozuka

Weight:	**0.08 kg** (3 oz.)
Flight distance:	**Long**
Flight speed:	**Fast**
Damage power:	**Light. Easy to defend against.**

Utsusemi carries this small, versatile, throwing knife concealed in his sword sheath.

Special Attacks

From **High Stance**:	
Katana Yugekiri	→ → △
From **Low Stance**:	
Nodachi Oborozuki	← → △, (Attack button:4x)

NOTE: The explanation for these commands is for when the character is on the left side of the screen.

Vimm's Lair

BLACK LOTUS

Endowed with a good balance of both power and speed, this Irishman was given his name "Black Lotus," because his opponents forget the troubles of this world as they die.

Age: **36**
Sex: **Male**

Place of Origin:
Ireland

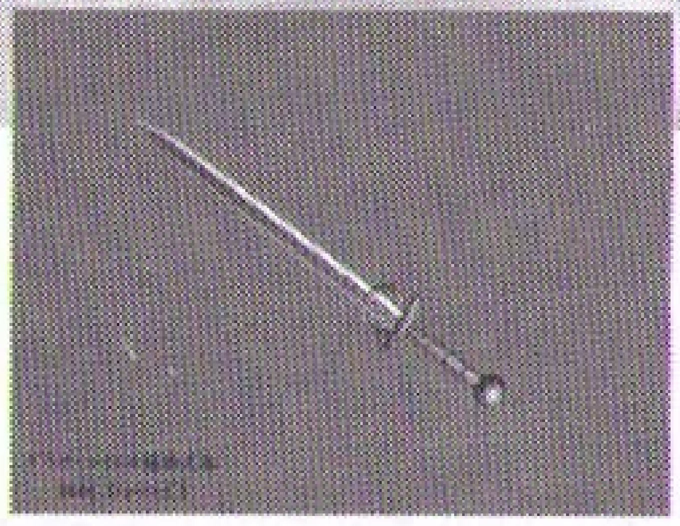
Height:
189 cm
(6 ft. 2 1/2 in.)

Weight:
81 kg
(179 lbs.)

Special Attacks

From **High Stance**:	
Katana Sasakezuri	➡(➡+△)△, ○
From **Low Stance**:	
Rapier Murashigure	○○, ○

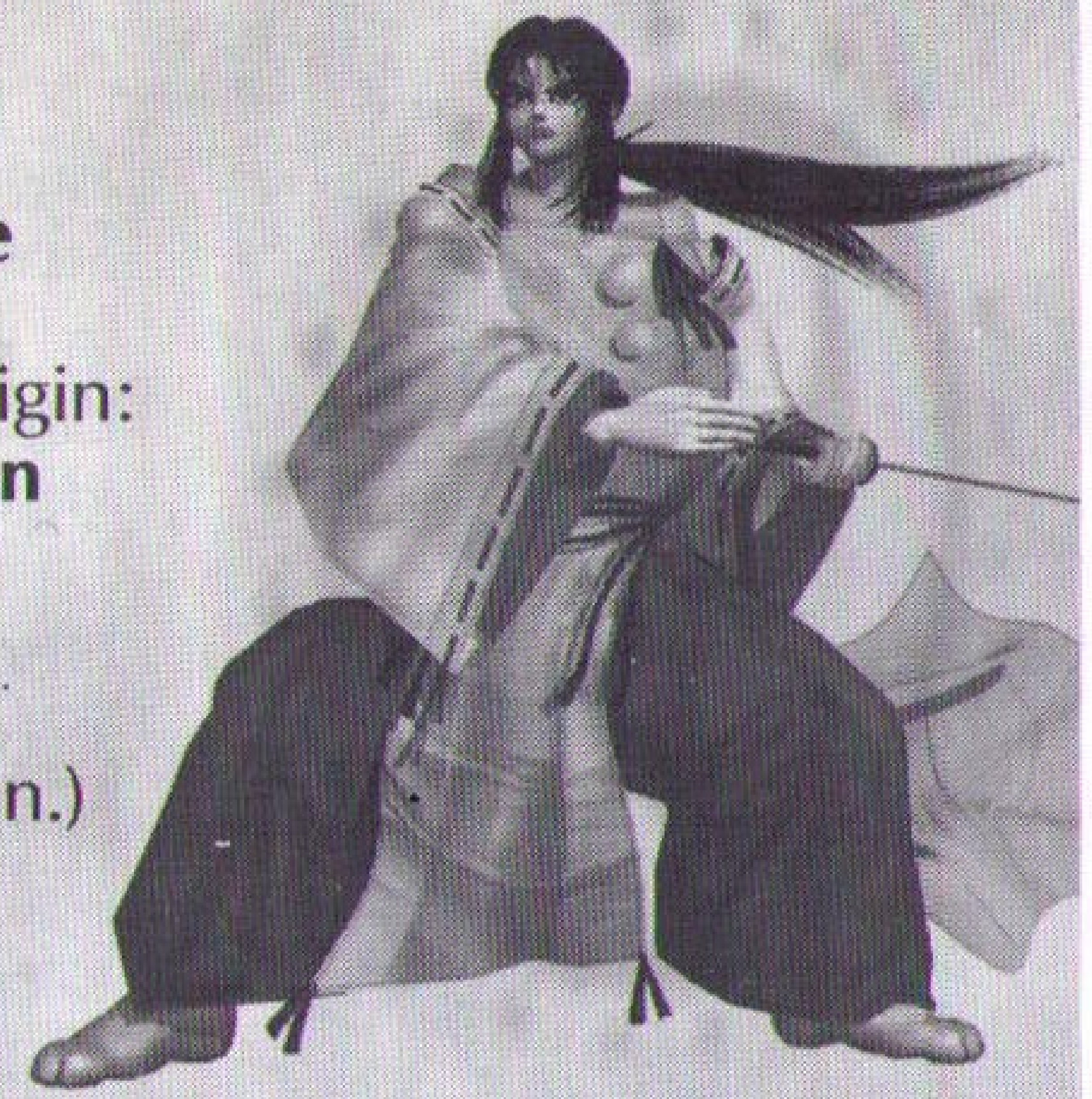
NOTE: The explanation for these commands is for when the character is on the left side of the screen.



Sub-weapon: Tanken (Short Sword)

Weight:	**0.07 kg** (2 1/2 oz.)
Flight distance:	**Very long**
Flight speed:	**Very fast**
Damage power:	**Heavy. It's safer to run than defend.**

A double-bladed sword, shaped like a long knife.

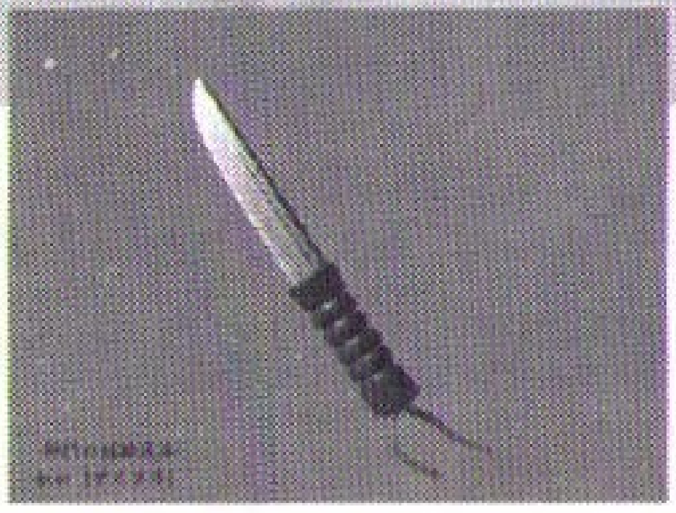


Age: **22**
Sex: **Female**

Place of Origin:
Kyoto, Japan

Height:
166.8 cm
(5 ft. 5 1/2 in.)

Weight:
59 kg
(130 lbs.)



Sub-weapon: Aikuchi (Knife)

Weight:	**0.4 kg** (14 oz.)
Flight distance:	**Short**
Flight speed:	**Fast**
Damage power:	**Fairly heavy. Difficult to defend.**

A short sword with an unusually thick blade. Not only can it deflect an opponent's attacks, but it can also deliver a fatal blow.

MIKADO

Originally a shrine maiden, she is called "Mikado"- a gate for the god's descent. She is the smallest of the six characters. However, she has a good balance of speed and power.

Special Attacks

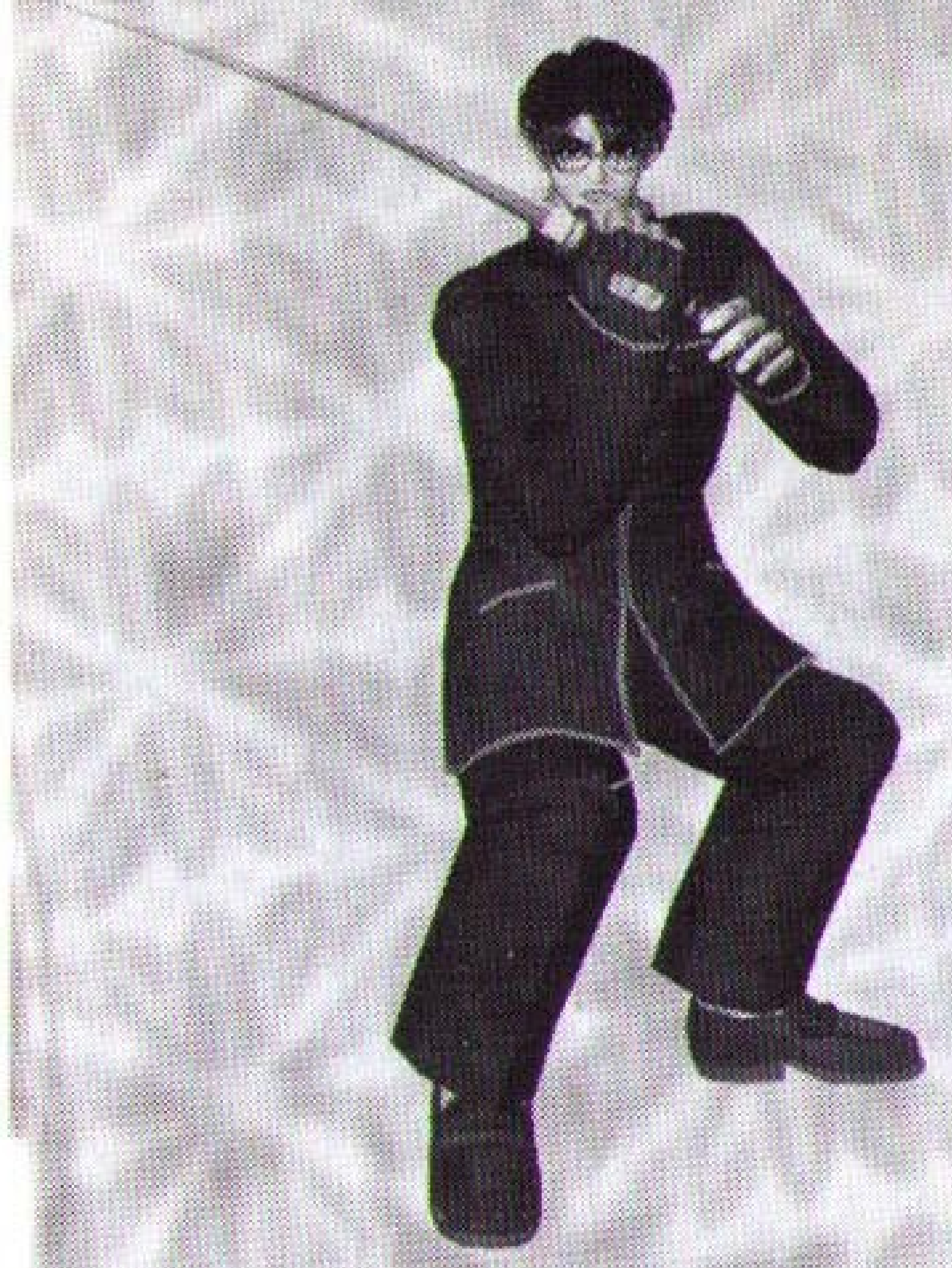
From **Normal Stance**:	
Naginata Shiranuigaeshi	→ → △
From **Low Stance**:	
Nodachi Orochi	✕ ✕

NOTE: The explanation for these commands is for when the character is on the left side of the screen.

Vinnn's Lair

TATSUMI

Tatsumi was not originally a member of the Kage, but became involved with them for some unknown event that may be uncovered. Don't expect much from him in the way of power, but he has good speed.



Age: **16**
Sex: **Male**

Place of Origin:
Hiroshima,Japan

Height:
176 cm
(5 ft. 9 1/2 in.)

Weight:
65 kg
(143 lbs.)

Special Attacks

From **High Stance**:

Saber Senbontoushi	⬅➡○○○○○
Sledgehammer Kusabi Kuzure	➡➡△

NOTE: The explanation for these commands is for when the character is on the left side of the screen.

Sub-weapon: None

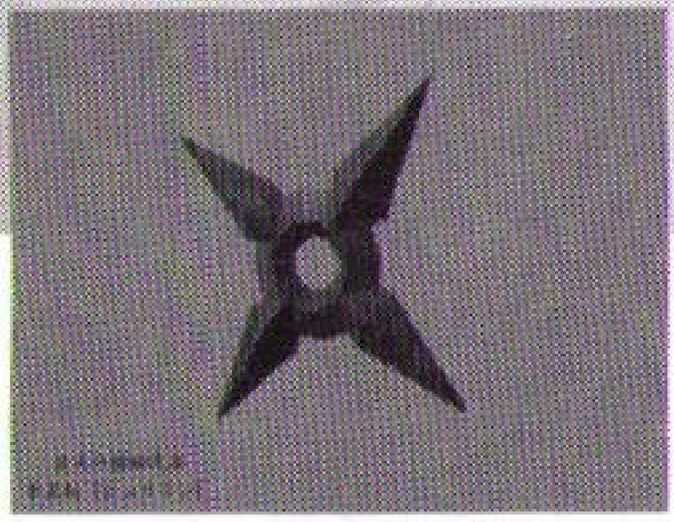
Tatsumi has no sub-weapon, but can use one if he picks up the sub-weapon of his opponent.

Age: **25**
Sex: **Female**

Place of Origin:
Russia

Height:
176.5 cm
(5 ft. 10 1/2 in.)

Weight:
69 kg
(152 lbs.)



Sub-weapon:
Shuriken (Throwing Star)

Weight:	**0.5 kg** (1 lb.)
Flight distance:	**Far**
Flight speed:	**Very fast**
Damage power:	**Light**

This poison coated, iron throwing star was given to her upon completion of her Ninja training.

RED SHADOW

This Russian ex-Ninja was given her name due to her resemblance to a firefly's dull glow. She is not as strong as she looks, but her past as a Ninja gives her great speed.

Special Attacks

From **High Stance**:	
Saber Yabure Guruma	→→→ ◎
From **Normal Stance**:	
Long Sword Ayame	→→ ⊗

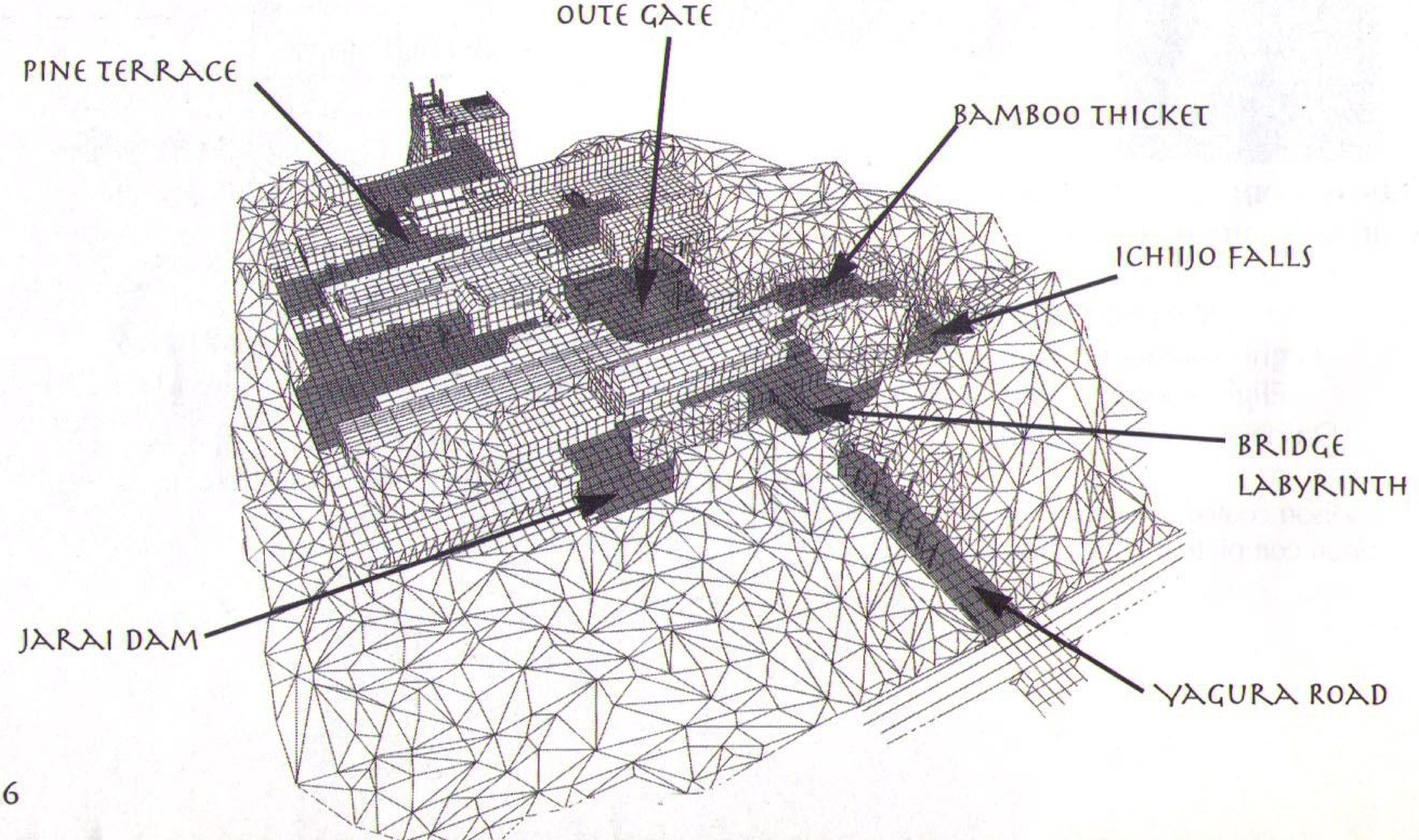
NOTE: The explanation for these commands is for when the character is on the left side of the screen.

Vimm's Lair

THE RUINS OF THE YIN AND YANG LABYRINTH CASTLE.

The arena of the Story Mode is the mammoth ruins of the castle shown below. Move through the fields and select the best battle arena while searching for the escape route.

NOTE: When the opponent (CPU) falls off from places like high cliffs, the player can chase and continue to fight, or win by not chasing the opponent and proceed to the next stage.



POV Mode

This mode is played through the eyes of the character. While the control of the Directional Buttons and spacing between the opponent are slightly different from the other modes, attacking and defending becomes much more thrilling and challenging.

The Difference in Directional Button Controls

The forward direction (➡) becomes (⬆), as seen through the viewpoint. For example: jumping, (➡) + (R2)(R1) becomes (⬆) + (R2)(R1).

Examples of POV Commands

Jump:

⬆+R2 R1

Sub-weapon:

⬆+ R2 ○

Additional Attack:

⬆⬇⊗

In this view it is possible to lose your opponent. To find them, press the Directional Button, the attack button or the defend button and the view will turn to face the opponent.

Link Mode

It is possible for two players to link their PlayStations together and fight each other in the POV Mode. Enjoy the ultra-realistic fighting experience of Bushido Blade with a special stage for just this mode. Check it out!

Setting-Up the Link Mode

Make sure to connect each end of the link cable to the Serial I/O terminals on the back of each PlayStation before turning the power on.

A separate Bushido Blade disc is needed for each PlayStation.

Starting the Link Mode

After connecting the link cable, turn on the PlayStation. The opening sequence will begin. With each controller, press the (START) button to go to the Main Menu. Select "Link Mode" and press the (⊗) button. After both players choose their characters and weapons, either player can select the Arena.

Vimm's Lair

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Vimm's Lair

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